Oath of Revolution

Kegs Dragon Press

Lead the charge against tyrants and oppressors!

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Lead the Charge against Oppressors and Tyrants
The Oath of Revolution calls Paladins to dismantle evil systems of power and oppression. When tyrants tax their citizenry to total poverty, when mind flayers and evil dragons dominate the wills of entire cities, when the masses cry out for justice for the vulnerable, these Paladins will swear the oath and rally the downtrodden under the banner of freedom, goodness, and self determinism.

These paladins share the following tenets:

– Fight to make the world a better place.
– Resist oppressors and help others do the same.
– Unite others to lift each other up.

Level 3: Oath of Revolution Spells

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of Revolution Spells table, you thereafter always have the listed spells prepared.

Oath of Revolution Spells

Paladin Level	Spells
3	*Compelled Duel, Guiding Bolt*
5	*Enhance Ability, Enthrall*
9	*Crusader's Mantle, Dispel Magic*
13	*Charm Monster, Guardian of Faith*
17	*Circle of Power, Holy Weapon*

Level 3: Never Surrender

As a Bonus Action, you can expend one use of your Channel Divinity to can give yourself and creatures of your choice in a 15-foot Emanation centered on you Temporary Hit Points equal to your 1d6 plus your Paladin level. Creatures at 0 Hit Points regain the same number of Hit Points.

Level 7: Rallying Presence

When you end your turn, allies within a 30-foot Emanation centered on you may use their Reaction to move up to their Speed towards you without provoking Opportunity Attacks. Creatures who end this movement within your Aura of Protection have Advantage on the next saving throw they make before the beginning of your next turn.

When you gain your Aura Expansion class feature, this feature's Emanation becomes 60 feet instead.

Level 15: Topple the Tyrant

When you take the Dash action, you can choose to move through enemies' spaces with this movement. This movement does not provoke Opportunity Attacks. Creatures of your choice whose space you pass through must make a Strength saving throw against your spell save DC or have the Prone condition. Creatures more than one size category larger than you automatically succeed on their saving throw.

If you end your movement within 5 feet of a creature, you may make one attack against that creature.

You may use this feature a number of times equal to your Charisma modifier (minimum of once) before you must take a Long Rest.

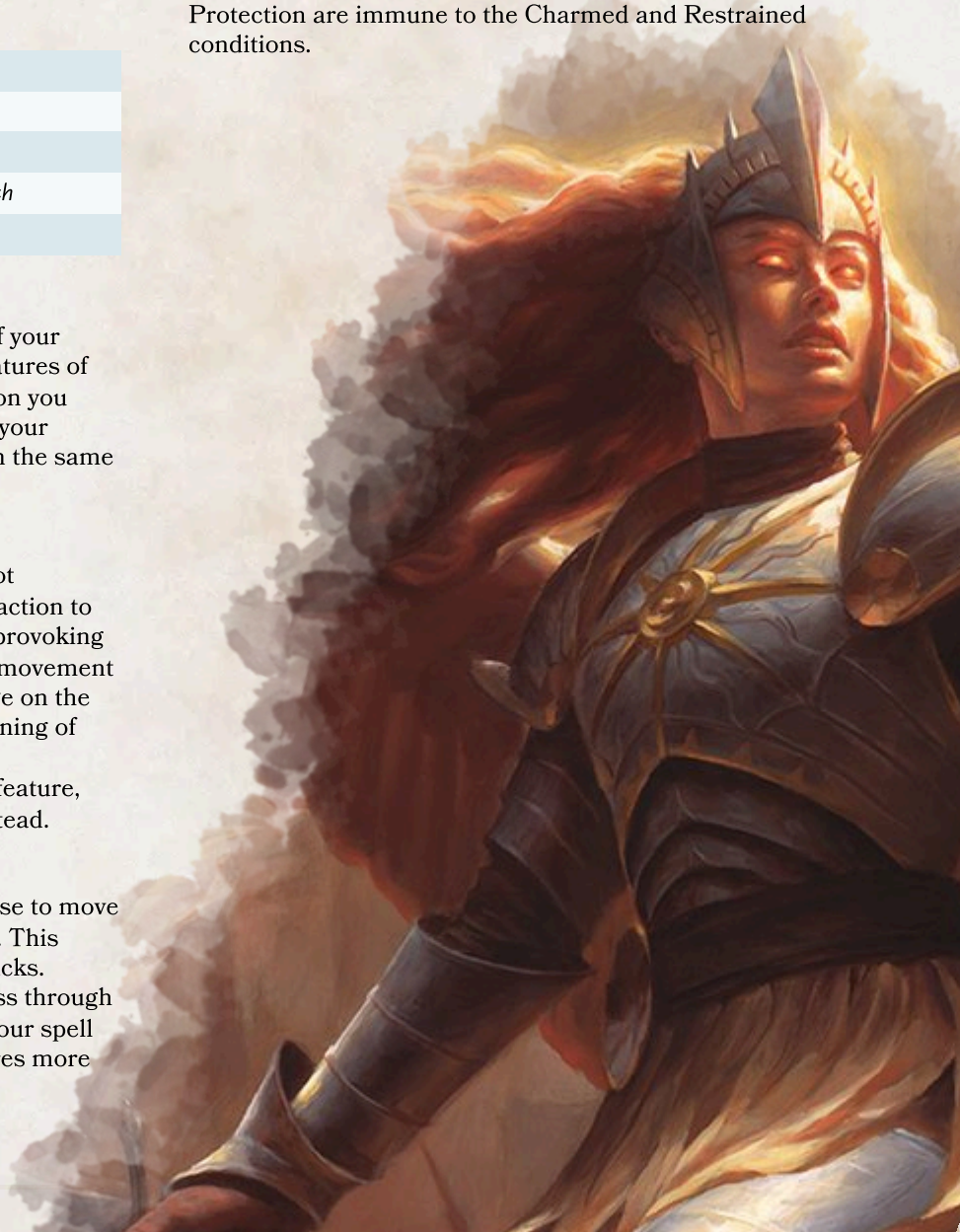
Level 20: The Spirit of Uprising

As a Bonus Action, you become the embodiment of righteous uprising, granting the benefits below for 1 minute or until you end them (no action required). Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

Wings of Justice. You have a Flight Speed of 60 feet.

Defiant Strikes. Your attacks with a Melee weapon have a reach of 15 feet on your turn. When you hit a creature on your turn, you can activate the Cleave or Graze mastery property in addition to a different mastery property you're using with that weapon.

Zealous Aura. You and allies within your Aura of Protection are immune to the Charmed and Restrained conditions.



Credits

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Building on the original game created by Gary Gygax and Dave Arneson and then developed by many others over the past 50 years

Art Credits

Lyra Dawnbringer by **Chris Rahn**
Aurelia, Exemplar of Justice by **Chris Rahn**

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... or Buy Our Book!

For more content like this, check out **Silas Hartwick's Fiendish Field Guide**, on the DM's Guild! Within you'll find 6 sinister subclasses, 8 fiendish feats, 15 malicious magic items, and 66 new monster stat blocks, including 29 tier 4 monsters from archdevils like Asmodeus and Levistus to demon lords like Orcus and Baphomet!

Silas Hartwick's Fiendish Field Guide

The wizard Silas Hartwick gazes through an abyssal portal, observing archduke Bel confront the demon lord Typhon in this diabolical cover by **Rafael Assis**.

Disclaimer: the purportedly cooperative wizard Silas Hartwick accepts no responsibility for injuries sustained by adventurers who bumble into the lower planes, including but not limited to: drowning, entropic mutilation, immolation, insanity, poisoning, lethal poisoning, possession, total dismemberment, Typhon-induced debris impact, etc.

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